NICKELODEON™

DORA the EXPLORER

DORA saves the SNOW PRINCESS

EVERYONE

E

CONTENT RATED BY ESRB

2k play

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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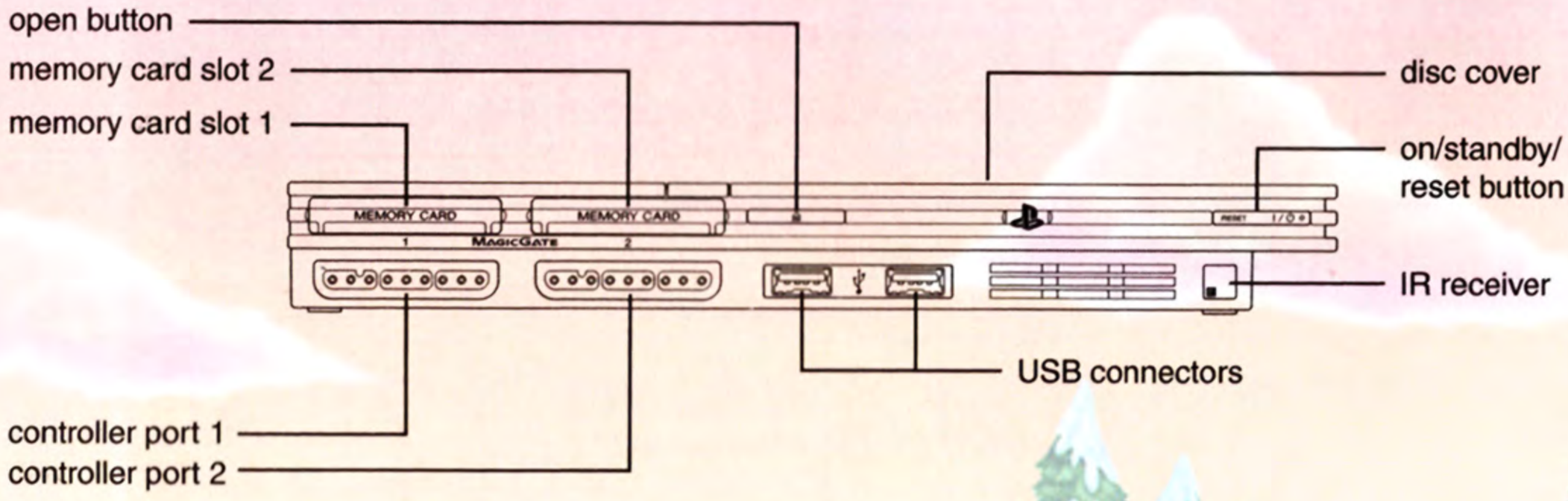
Table of Contents

Getting Started 2
Game Menu Controls 3
In-Game Controls 4
Main Menu 4
Pause Menu 5
Options Menu 5
Snowy Forest Helper Option 6
Snowy Adventure Mode 7
The Adventure 8
The Explorers 8
Selecting a New Adventure / Saved Adventure 10
Level Selection Menu 11
Collectibles 12
Interactive Objects 13
The Adventure Trail 15
Completion Games – Stop and Save the Day! 16
Travel Games – Ride to the Rescue! 17
Backpack Games – Yum, Yum – ¡Delicioso! 18
Map Games – I Know the Way! 19
Snowy Forest Ride Mode 19
Selecting the Number of Racers 20
Choosing Vehicles 20
Winning Medals 21
Credits 24
License Agreement/Warranty 28

Getting Started



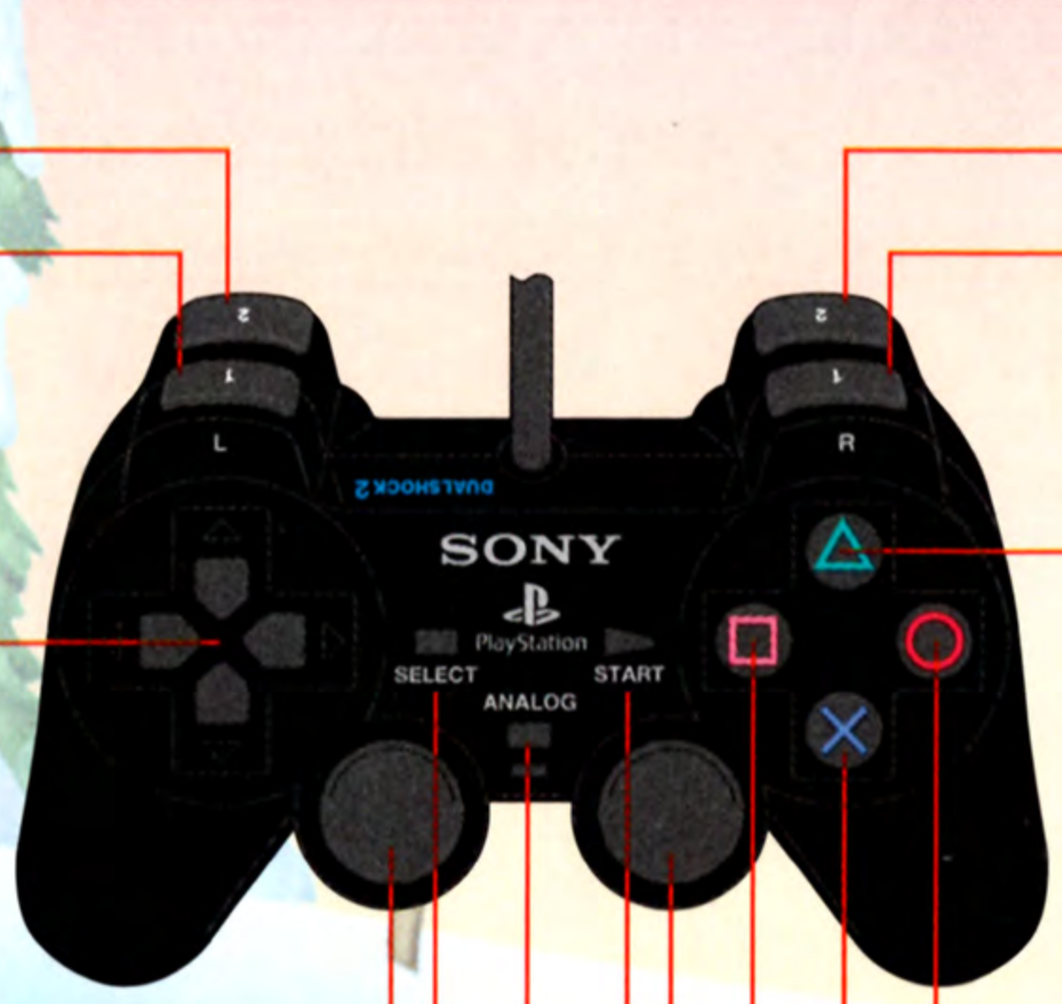
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Dora Saves the Snow Princess disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Game Menu Controls

1. **Left analog stick** - Scroll through menu options
2. **D-pad directional buttons** - Scroll through menu options
3. ⊗ **button** - Accept
4. ◎ **button** - Back
5. △ **button** - Not used
6. SELECT **button** - Option Menu (Only on Mission Select Menu)

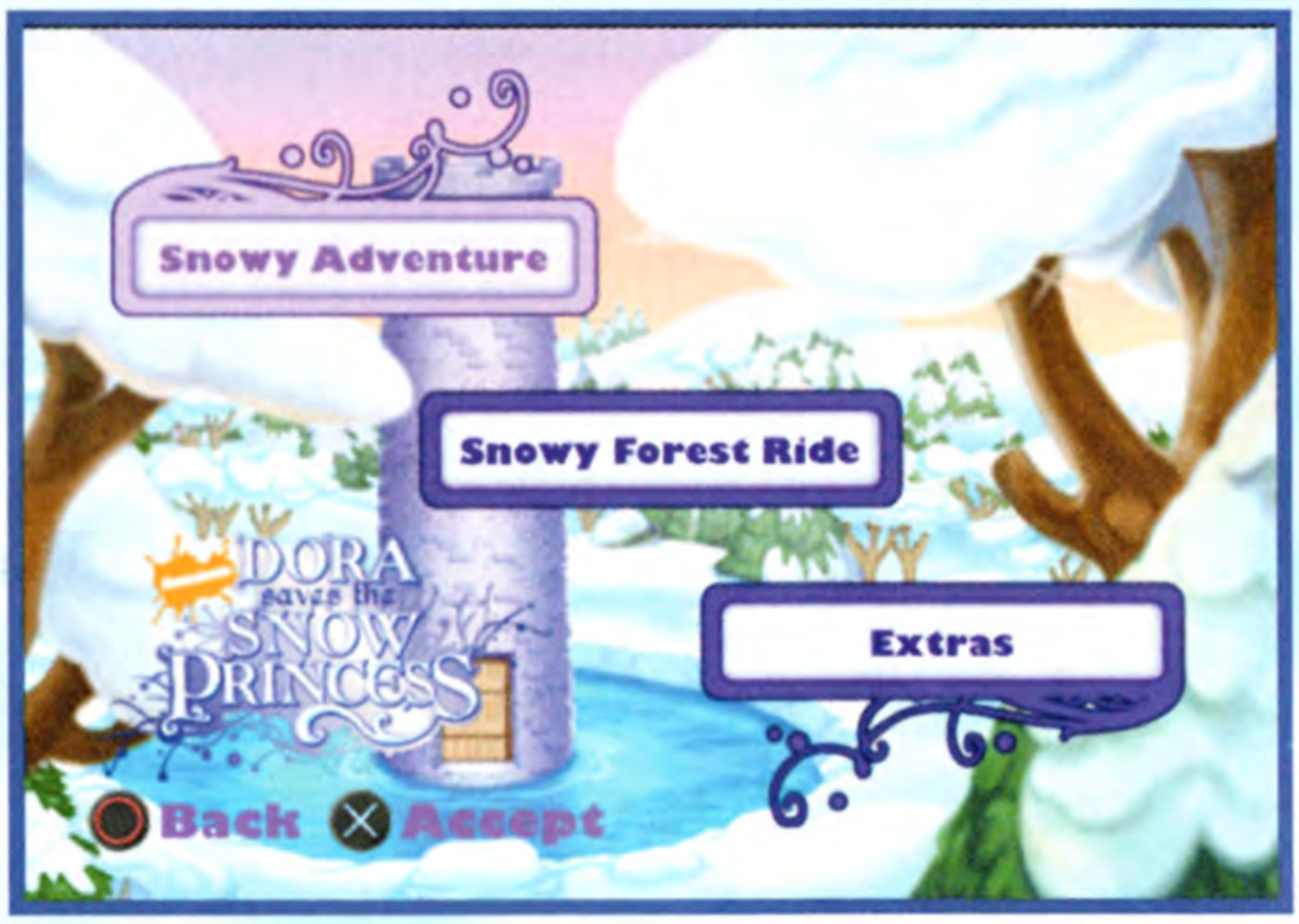
In-Game Controls

1. ⊗ **button,** □ **button,** △ **button,** ○ **button** - Jump and interact with objects/speed up vehicles.
2. **Left analog stick** - Move, scroll through Backpack and Click menus, and interact with mini-missions.
3. **Right analog stick** - Use during mini-missions requiring 2 analog sticks.
4. **D-Pad directional buttons** - Scroll through Backpack and Click menus.
5. SELECT **button** - Skip the current cut scene.
6. START **button** - Pause the game and open the In-Game Menu.

Note: During the mission, you will need to press the ⊗ button to jump and interact with objects on your rescue mission. You can also do this by pressing the □ button, the △ button, or the ○ button.

Main Menu

After pressing the ⊗ button icon on the opening Title Screen, you will be taken to the Main Menu. Here you will see the following three options:



- **Snowy Adventure** – Takes you to the main adventure. From there, you can start a new adventure or continue an existing saved adventure.
- **Snowy Forest Ride** – Allows one or two people to race through many of the riding games found throughout the Snowy Adventure mode.

* **Extras** – Watch a DVD Preview of Dora episodes available or View the Credits (and watch out for a surprise as Dora and her friends take you through a list of the people who worked together to create this game).

Pause Menu

You can bring up the Pause Menu at any point in the Snowy Adventure by pressing the START button icon. This will pause the adventure until you choose to resume it. You can select the following options:

* **Resume** – Return to the adventure.
* **Options** – Access the Options Menu.
* **Quit** – Leave the current adventure, losing all progress, and return to the Main Menu.

Options Menu

The Options Menu can be accessed from the Pause Menu or the Extras Menu. When you are on the Options Menu, you can adjust the following settings for your game:

* **Vibration** – Turn on/off your DUALSHOCK®2 analog controller's vibration feature.

- **Auto-Save** – Choose whether or not the game will automatically save your progress.
- **Snowy Forest Helper** – Turn on/off this assistance feature. (see below)
- **Sound Options** – Adjust the volume levels for the Voice, Effects and Music.

Snowy Forest Helper Option

Even explorers like Dora need a helping hand. That's why the Snowy Forest Helper Option allows a grown-up or older sibling to use a second controller from time to time to assist the little adventurer playing the game. At any time during most Completion Games (see page 20), a second player can help out by performing the same action on his or her controller, thus increasing the speed at which the Completion Meter fills.

Whenever you see this icon appear in the lower right-hand corner of the screen, a second player can help out by using a second controller. When the second player moves his or her controller, this icon will begin to glow.

The Snowy Forest Helper Option can be turned on and off in the Options Menu. You will also be given the option to turn this feature on or off when you start your Snowy Adventure.

Snowy Adventure Mode

¡Vámonos! Let's go! The Snowy Adventure is the primary mode of the game, in which you'll need to help Dora, Boots and the Snow Fairy travel through five wintry levels to save the Snow Princess! As you move along the Adventure Trail, you'll need to overcome mini-game challenges, including Completion Games, Backpack Games, Map Games and Travel Games.

Your chilly journey through this wintry wonderland will include:

- **Snowy Forest** – The adventure starts here, as you help Dora, Boots and the Snow Fairy travel through a snow-covered forest.
- **Icy Coast** – Help Dora, Boots and the Snow Fairy get past obstacles and challenges in this watery area.
- **Snowy Hills** – Travel up and down the rolling, snow-covered hills to reach the other side.
- **Frozen Mountains** – Pass through the rocky mountain caves and solve challenges on the way.
- **Castle Grounds** – Get past the walls and gates to reach the tower where the Snow Princess is trapped!

The Adventure

Dora and Boots were reading a story about the Snowy Forest. In the story, the Snow Princess was trapped in a tower by a mean Witch, who also made the Snowy Forest start to melt! Suddenly, the Princess's friend the Snow Fairy flew right out of the book, looking for help! Dora and Boots will help ... that is, if you'll help them! They need your help to jump right into the storybook, travel through the Snowy Forest with the Snow Fairy and overcome obstacles and challenges so that they can *Save the Snow Princess*!

The Explorers

Dora: A brave explorer who is ready to tackle any challenge and overcome any obstacle in her quest to rescue the Snow Princess. All she needs is your help!

Boots: Boots is Dora's best friend and often helps out by jumping or climbing to places Dora can't reach – with a little help from you, of course!

Backpack: Anything that Dora might need, Backpack has inside for you. Backpack provides Dora with the tools she needs to overcome obstacles.

Map: He's the guy you've gotta know when you've got a place to go! Map helps Dora figure out where she needs to go on her adventures!

Snow Fairy: The Snow Fairy is the Snow Princess's friend. He gave her the magic crystal that brought snow to the Snowy Forest and made her princess. But now he needs Dora's help to save her!

Swiper the Fox: That sneaky fox is always trying to swipe Dora's stuff! He followed her into the book to swipe the Frost Sparkles that Dora needs to collect during her journey. Swiper, no swiping!

The Snow Princess: After smiling into the magic crystal that the Snow Fairy gave her, she brought winter to the Snowy Forest and became the Snow Princess! Now, she needs help from Dora, Boots, and YOU!

The Witch: The Witch doesn't like snow, so she trapped the Snow Princess in a tower & frowned into her magic crystal, making the Snowy Forest start to melt! Help Dora stop her!

Selecting a New Adventure / Saved Adventure

To start playing in Snowy Adventure Mode, you'll need to use a Saved Adventure slot. There are three Saved Adventure slots available on this screen. To help keep track of your adventure, each slot has a different color snowflake next to it.

Remember the color of the snowflake next to your profile, so you'll know which one to choose when continuing your adventure later.

Move left analog stick left or right to choose either an empty slot or a previously saved game, as described below. Press the ⊗ button to begin.

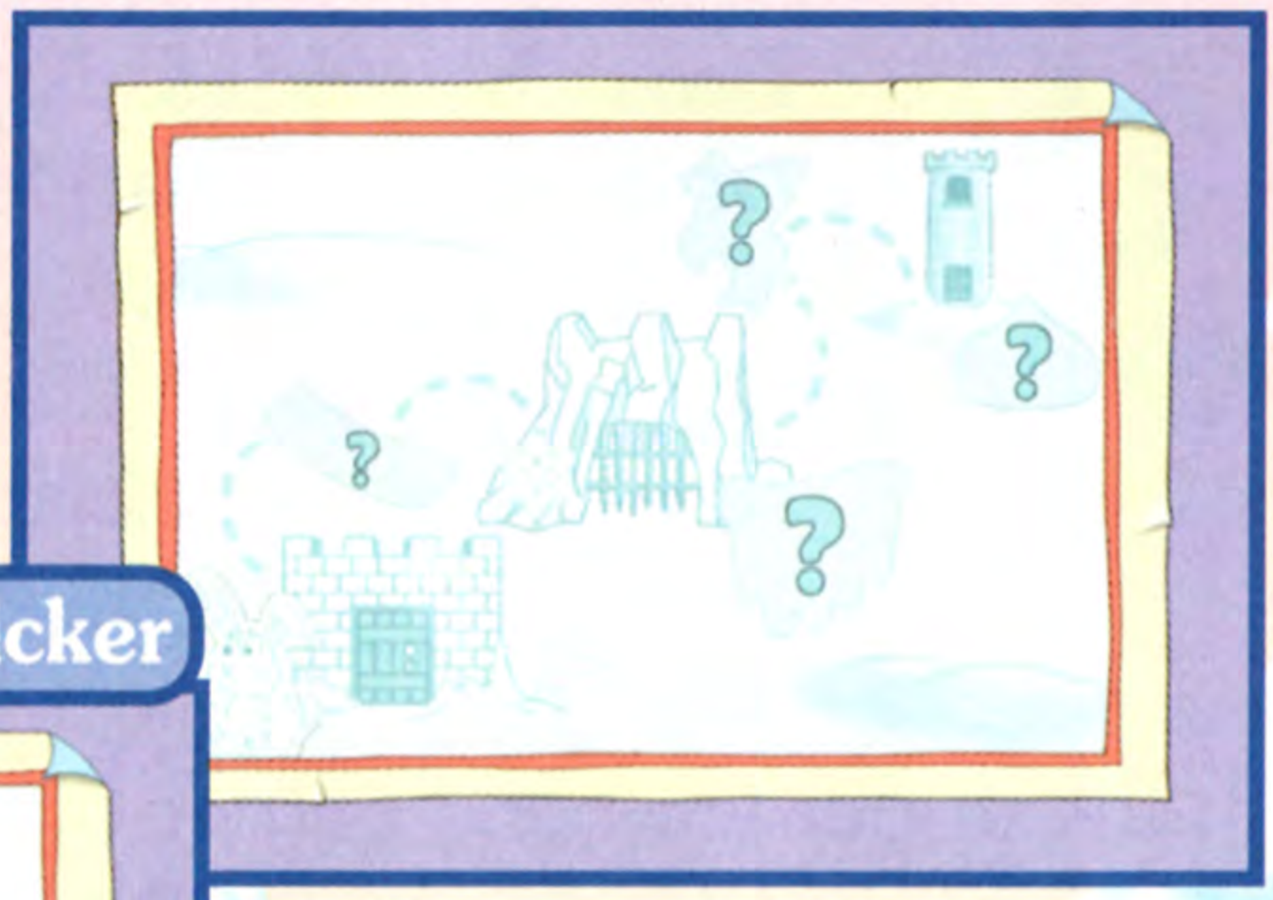
New Adventure: The slots that say "New Game" are empty. If you select an empty slot, you will start a new Snowy Adventure from the beginning. Your progress will be saved to this slot, as well as any adventures you make to the Options settings.

Saved Adventures: You can continue a previously saved adventure by selecting a filled slot. The previously saved adventure slots will display the name of the journey you were on during the last save.

Note: *During an adventure, your game will automatically save at the end of each section, unless you choose to turn the Auto-Save option off in the Options Menu.*

Level Selection Menu

After loading a saved game, you will see Map. This is your level select menu. Each screen shows one full level and each sticker represents



one of the five sections of the level. Just move the left analog stick left or right to cycle through the patches and press the ⊗ button to select the one you want to begin.

Note: *Ride Stickers and Magic Snowflakes will remain dark if you have not collected enough frost sparkles to earn them. You can replay the sections for another chance to earn them all.*

Options: Pressing the SELECT button icon will access the Options Menu. Any changes made to the Options Menu will be saved in this profile only, except for Sound Options, and will not affect the other Saved Adventure profiles. Changes made to the Sound Options will affect all the profiles. This way, parents can set the desired sound settings for all profiles at one time.

Collectibles

Frost Sparkles: Collect all the Frost Sparkles! Unique Frost Sparkles representing each area of the Snowy Forest you must pass are scattered and hidden throughout the first and third sections of each level. Some of these may be found along the trail; others are hidden in bushes, trees, or logs. As you collect Frost Sparkles, the meter in the upper left-hand corner of the screen will begin to fill. By filling up this meter, you'll earn a Magic Snowflake to put on Map. You don't need to collect every Frost Sparkle in the mission – just enough to fill the meter – but it never hurts to try!

Ride Stickers:

Ride Tokens can be found in each Travel Game. The Ride Tokens match the type of vehicle or transportation you're using in that Travel Game. As you collect these Ride Tokens, the meter in the upper left-hand corner of the screen will begin to fill. You will need to collect every Ride Token to fill the meter completely. If you help Dora collect them all in a single play, you'll earn a Ride Sticker to keep on Map!

Explorer Stickers:

Help Dora earn Explorer Stickers throughout her adventure. These will be added to the Level Select Menu to help keep track of what you've done on your adventure. You will earn Explorer Stickers in the three ways listed below:

Collect Items: Dora will encounter some characters or obstacles that require her to collect items in order to keep going. You'll need to help Dora collect these things. As you collect the needed items, the meter in the upper right-hand corner of the screen will begin to fill. Even a single item will be enough to keep going, but the more you collect, the better!

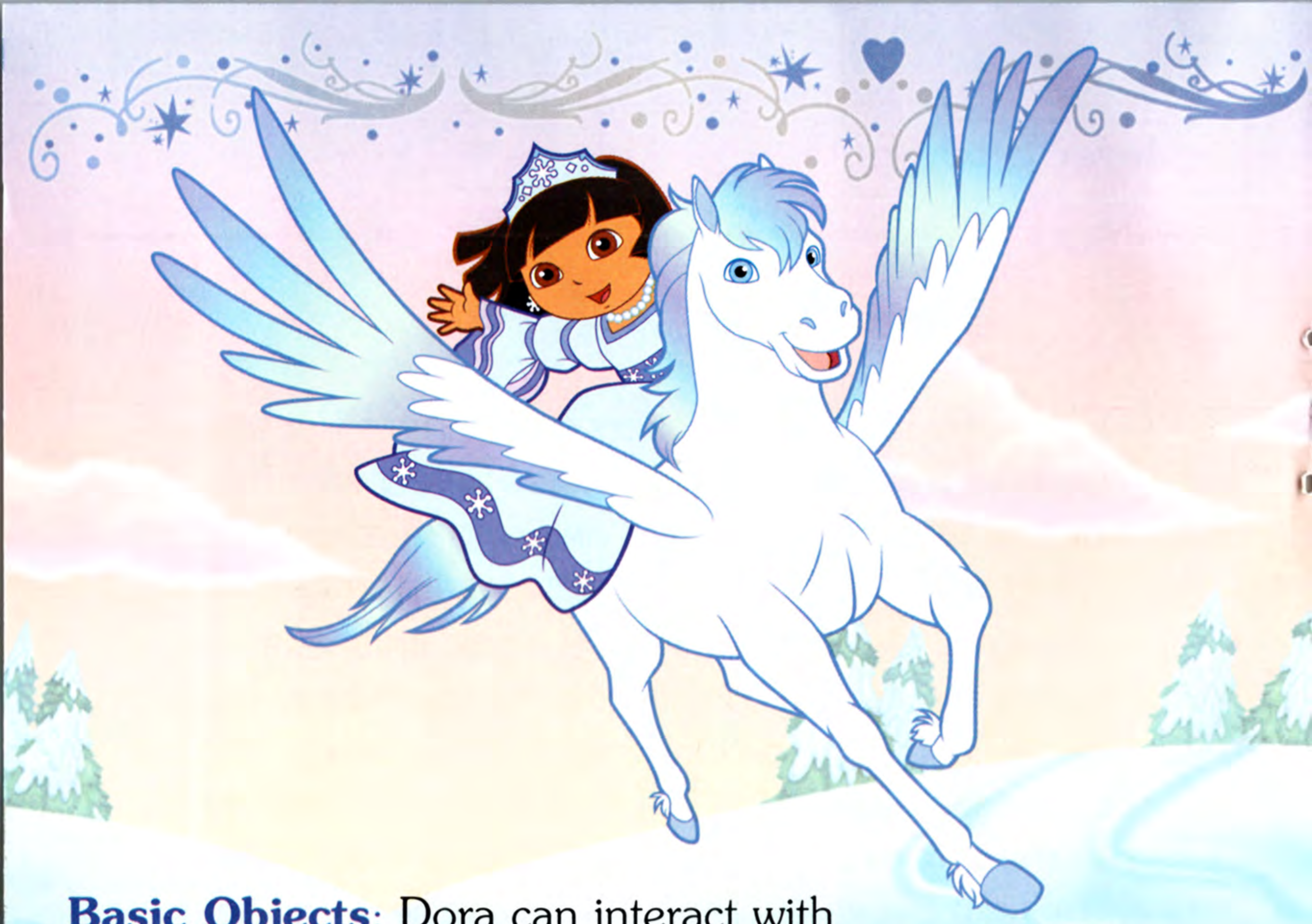
Lead Characters: Dora will also encounter some characters that she needs to lead to specific locations. Dora needs your help to find them and lead them to the goal. Once you find them, they'll happily follow Dora and Boots until they reach their destination.

Complete Challenges: At certain points in the adventure, there will be special mini-game challenges that need to be overcome. Completing these challenges allows you to proceed in the game and earn a sticker.

Interactive Objects

Throughout your Snowy Adventure, Dora will need to interact with many things in the environment. Dora can simply jump or drop onto some, while others require the player to press a button, or perform a simple action to make them work.

- Bouncy Mushrooms
- Snowflake Catapults
- Fling Mushrooms
- Underground Tunnels
- Ice Slides
- Magic Tunnels



Basic Objects: Dora can interact with these things by jumping onto them, or dropping onto them.

- Swinging Snowflake Chains
- Ice Ladders
- Ice Poles
- Magic Clouds
- Friendly Pegasus
- Ice Floes
- Snowboard Hills
- Frozen Ponds
- Ski Lifts
- Ice Geysers

Action Objects: Dora can perform special actions by interacting with these objects. Try them all.

Searchable Objects: These objects glow to let you know that you can search them. By pressing ⊗ while the object is glowing, Dora or Boots will use their special skills to find what might be hiding in there. In some cases, Boots will simply search the object for anything hidden. In other cases, you will need to make a motion to help Dora search the object.

- Barrels
- Caves
- Flagpoles
- Igloos
- Shakeable Trees
- Pushable Snowballs
- Buildable Snowmen
- Sweepable Snow

The Adventure Trail

¡Vámonos! Help Dora, Boots and Snow Fairy travel along the adventure trail! As you move along the trail, you'll be able to explore things in the environment as well as reach the Completion and Travel Games. You'll also need to help Dora collect objects and find friends along the trail who need her help. At times, as you play, special meters and icons will appear on the screen. These include:

Frost Sparkle Meter: This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Frost Sparkles along the trail by recovering them from searchable objects. For additional information, see the Frost Sparkles section of this manual.

Character/Item Collection Meter: This is a vertical meter on the upper right-hand side of the screen that fills up as you collect either items or characters. Once the meter is full, you've collected enough items or found all the characters. You don't really need to collect all of the items or characters to complete the level, but awesome explorers might want to try to fill that meter!

Control Icon: This icon will show you an example of the left analog stick or which button you should press.

Completion Games - Stop and Save the Day!

Will you help? Along the trail, Dora needs YOUR help to do certain things, like jumping, raising a sail or even pushing over a tree! In these "Completion Games," you need to perform the action with the analog sticks to fill the Completion Meter. Once it is full, you've completed that part of the rescue and can keep going! During the adventure, special meters and icons will appear on the screen. These include:

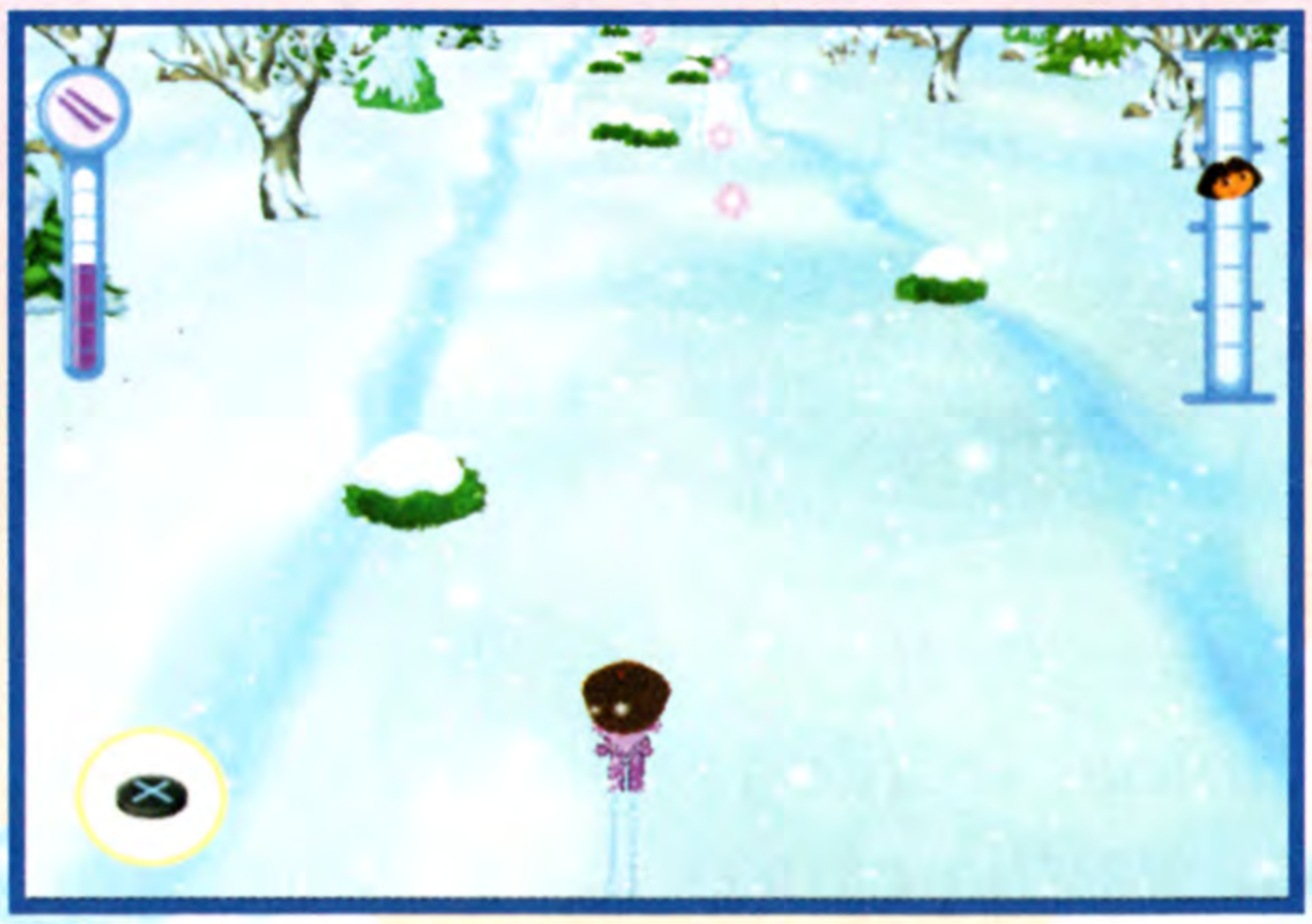
Completion Meter: This is a vertical meter on the upper right-hand side of the screen that fills up as you perform the motion shown. Once the meter is full, you've completed that mini-mission and can keep going!

Control Icon: This icon will show you an example of the motion you need to make with the left analog stick or which button you should press.

Snowy Forest Helper Icon: Whenever you see this icon

appear in the lower right-hand corner of the screen, a second player can help out by using a second DUALSHOCK®2 analog controller. When the second player moves his or her DUALSHOCK®2 analog controller, this icon will begin to glow. See the Snowy Forest Helper section for additional information.

Travel Games - Ride to the Rescue!



Let's ride! In each mission, you'll need to help Dora ride on Pegasus, the Pirate Piggy Ship, a sled, or something else to get across a stretch of the snowy landscape. These games have a different viewpoint: from behind the characters. Steer Dora, avoid obstacles and collect Ride Tokens by moving the analog stick left or right. Press or tap the ⊗ button to speed up or charge right through obstacles. Collect all of the Ride Tokens and you'll earn a Ride Sticker for that type of transportation. During the ride, special meters and icons will appear on the screen. These include:

Ride Token Meter: This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Ride Tokens along the trail.

Travel Meter: This is a meter on the upper right-hand side of the screen that is used during Travel Games. This vertical meter has an icon that moves from one end to the other, indicating how close you are to reaching your destination.

Control Icon: This icon will show you an example of the motion you need to make with the DUAL-SHOCK®2 analog controller or which button you should press.

Push And Hold the X Button Icon: Push and hold down the ⊗ button to accelerate continually in this Travel Game. You will continue to move at a faster rate while holding down the ⊗ button.

Tap the X Button Icon: Push the ⊗ button once in this travel game to accelerate/charge briefly and then slow back down.

Note: *In the Canoe Travel Game, you won't steer the canoe. Instead, you will make a paddling motion to move the canoe faster along the river. Doing this will keep the canoe from getting spun in whirlpools, which will cause you to miss Ride Tokens.*

Backpack Games - Yum, yum - ¡Delicioso!

Backpack has got your back! She can help out by giving Dora many of the things she needs during the levels. Backpack also holds things Dora needs to ride during the Travel Games, such as a saucer sled, skis, a snowboard, etc. Help Dora pick the Backpack object for the job. Listen to the description of where you need to travel. Move the left analog stick left or right to cycle through the three options, and press the ⊗ button to select the one that's best for her to ride at that location. ¡Excelente!

Map Games - I Know the Way!

When there's a place you wanna go, who's the one you need to know? Map! At the start of each section, Map will appear and ask you to help find Dora's next destination. Map will tell you the name of Dora's destination, and then you need to choose the right one from the three pictures he shows you. Move the left analog stick left or right to cycle through the three characters shown, and then press the ✕ button to make your selection. ¡Muy bien!

Snowy Forest Ride Mode

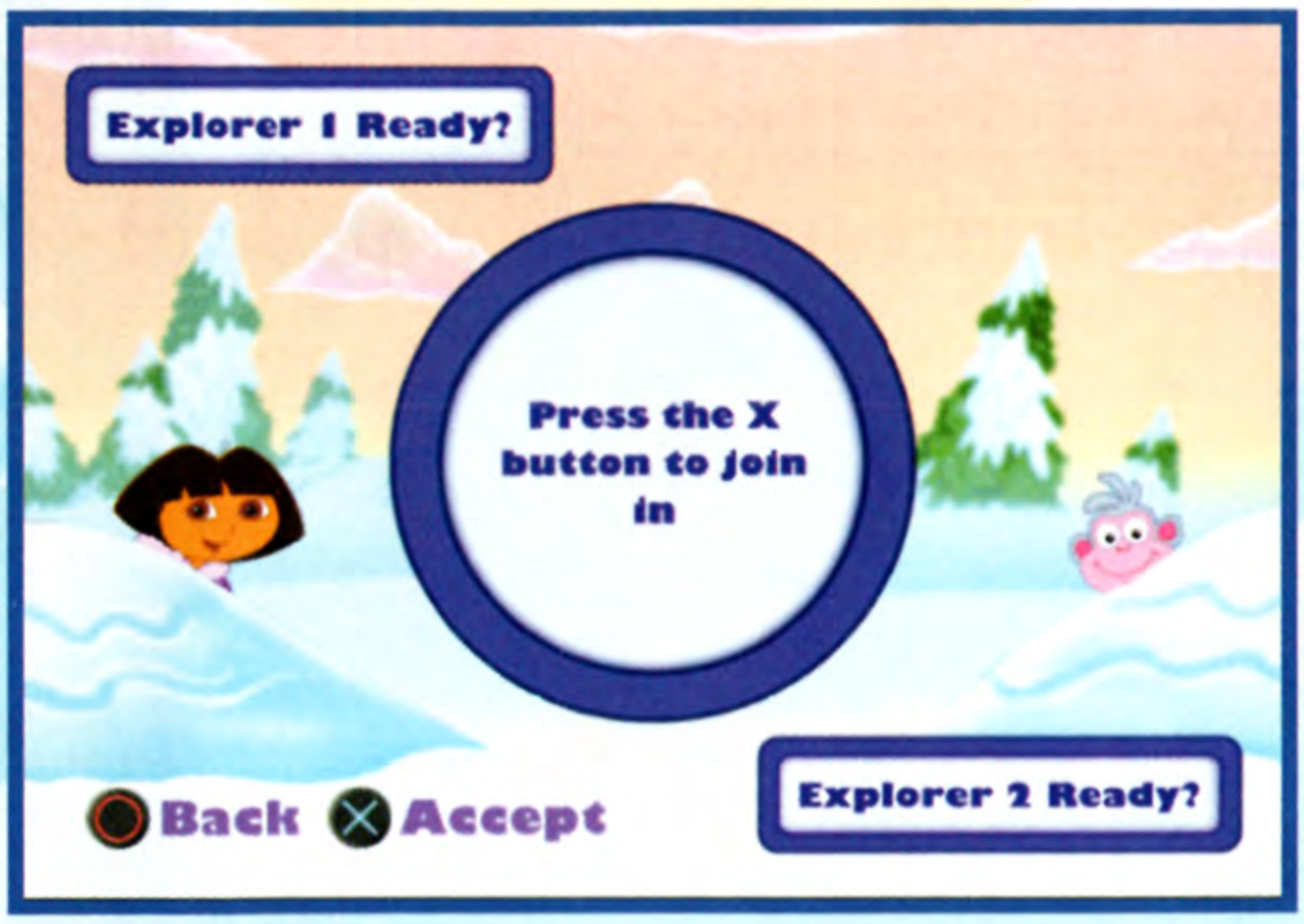
In Snowy Forest Ride mode, one or two explorers can play a riding game with many of the vehicles from the Snowy Forest adventure to choose from. Unlike a traditional race, you aren't trying to outrun the other player. Instead, you are trying to pick up as many colored Racer Tokens as you can. At the end of the race, all the tokens collected by the explorers are counted to determine the metals they win.

Racer Tokens: Your goal is to pick up as many colored Racer Tokens as possible.

The purple Racer Tokens are for Dora and the red Racer Tokens are for Boots.

Note: *You can only collect your color Racing Tokens. You will not be able to collect the other player's colored Racing Tokens.*

Selecting the Number of Racers



On this setup screen, the racers participating should press the ⊗ button icon on their controller. The characters for each player will pop up. Player 1 is Dora and Player 2 is Boots.

Choosing Vehicles

Player 1 can push his or her left analog stick to the left or right to cycle through the available vehicles for the game. Once both players agree on the vehicles, both players should press the ⊗ button to begin.

Winning Medals

When the race is over, the Tokens collected by the racers are counted to determine the medals earned. The more tokens collected, the better the medal. You can earn a bronze, silver, or gold medal.

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